DOCKET NO.: MSFT-3488/307555.01
Application No.: 10/825,035
Office Action Dated: April 16, 2008

PATENT
REPLY FILED UNDER EXPEDITED
PROCEDURE PURSUANT TO
37 CFR § 1.116

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1.   (Currently Amended) A method of keyframing an <u>animation</u> object <u>in an</u> <u>animation</u> implemented at least in part by a computer, <u>the animation including one or more</u> <u>displayed layers, each layer including one or more displayed objects, each object being described</u> <u>by one or more properties / attributes ('properties'), the method</u> comprising:

        identifying at least one property and a time for the object;

        creating a first compound key frame at the time;

        receiving a second time for the object;

        creating a second compound key frame at the second time;

        receiving a change to the at least one property prior to creating the second compound key frame, the second compound key frame incorporating the change to the at least one property; and

        performing one of:

            creating an attribute key frame responsive to the received change to the at least one property if no attribute key frame exists for the at least one property at the time the received change is received, and

            changing an existing attribute key frame responsive to the received change to the at least one property if the existing attribute key frame exists at the time the received change is received,

            where each attribute key frame is a key frame <u>implemented at a level</u> <u>corresponding to the properties of the object and</u> specific to the at least one property of the object and each compound key frame is a key frame <u>implemented at a level corresponding to the object</u> <u>and</u> specific to all possible properties of the object.

2.   (Original)   The method of claim 1, further comprising receiving additional times for the object and creating associated compound key frames at each of the additional times.

DOCKET NO.: MSFT-3488/307555.01
Application No.: 10/825,035
Office Action Dated: April 16, 2008

PATENT
REPLY FILED UNDER EXPEDITED
PROCEDURE PURSUANT TO
37 CFR § 1.116

3.   (Original)   The method of claim 1, wherein receiving the second time for the object comprises moving a playhead to a position on a timeline in a user interface, the position corresponding to the second time.

4.   (Original)   The method of claim 1, further comprising entering an animate mode prior to creating the first compound key frame.

5.   (Original)   The method of claim 1, wherein each of the first and second compound key frames represents the state of the at least one property on the object at the associated time.

6-12   (Cancelled)

13.   (Currently Amended) In a computer system having a graphical user interface including a display and a user interface selection device, a method of keyframing an <u>animation</u> object <u>of an animation</u> via a timeline element on the display, <u>the animation including one or more displayed layers, each layer including one or more displayed objects, each object being described by one or more properties / attributes ('properties'), the method</u> comprising:
         receiving a selection signal indicative of the user interface selection device selecting at least one property and a time for the object;
         displaying a first compound key frame at the time on the timeline element;
         receiving a selection signal indicative of the user interface selection device selecting a second time for the object;
         displaying a second compound key frame at the second time on the timeline element;
         receiving a selection signal indicative of the user interface selection device selecting a change to the at least one property prior to displaying the second compound key frame, the second compound key frame incorporating the change to the at least one property; and

DOCKET NO.: MSFT-3488/307555.01
Application No.: 10/825,035
Office Action Dated: April 16, 2008

PATENT
REPLY FILED UNDER EXPEDITED
PROCEDURE PURSUANT TO
37 CFR § 1.116

performing one of:

  displaying an attribute key frame responsive to the received change to the at least one property on the timeline element if no attribute key frame exists for the at least one property at the time the received change is received, and

  changing an existing displayed attribute key frame responsive to the received change to the at least one property if the existing displayed attribute key frame exists at the time the received change is received,

  where each attribute key frame is a key frame <u>implemented at a level corresponding to the properties of the object and</u> specific to the at least one property of the object and each compound key frame is a key frame <u>implemented at a level corresponding to the object and</u> specific to all possible properties of the object.

14. (Original) The method of claim 13, further comprising receiving additional selection signals indicative of the user interface selection device selecting additional times for the object, and displaying associated compound key frames at each of the additional times on the timeline element.

15. (Original) The method of claim 13, wherein receiving the selection signal indicative of the user interface selection device selecting a second time for the object comprises receiving an execution signal indicative of a user moving a playhead to a position on a timeline in the timeline element, the position corresponding to the second time.

16. (Original) The method of claim 13, further comprising receiving an execution signal indicative of a user selecting an animate mode prior to displaying the first compound key frame.

17-31 (Cancelled)